MARKED-UP VERSION OF AMENDED CLAIMS

3.   (Amended) <u>A method for transmitting voice from a presenting computer to one or more client computers over a computer network, comprising the steps of:</u>

<u>inputting audio data into the presenting computer;</u>

<u>monitoring the audio data to distinguish between periods of sound and periods of silence;</u>

<u>storing the audio data associated with the periods of sound;</u>

<u>transmitting the audio data from said storing step to the client computers; and</u>

creating a voice buffer from the frame buffer before said transmitting step<u>,</u>

<u>said storing step including storing the audio data in a frame buffer having a predetermined size, and said transmitting step occuring whenever said monitoring step detects a period of silence or whenever the frame buffer is full.</u>

28.   (Amended) <u>A system for allowing a presenting computer to transmit voice to one or more client computers via a computer network, comprising:</u>

<u>a data store on the presenting computer for storing audio data;</u>

<u>a microphone coupled to said data store for inputting audio data; and</u>

<u>a recorder coupled to said data store and to said computer network, for monitoring said audio data to distinguish between periods of sound and periods of silence, and for transmitting said audio data associated with periods of sound and to said client computers, the recorder</u> <u>configured to store</u> [stores] the audio data

17

associated with periods of sound on the data store in a frame buffer, and <u>to</u>

<u>transmit</u> [transmits] the frame buffer when the recorder detects a periods of

silence or the frame buffer is full.

45.   (Amended) <u>A computer program product comprising a computer</u>

<u>useable medium having computer program instructions stored therein for enabling</u>

<u>a presenting computer to transmit voice to one or more client computers, wherein</u>

<u>said computer program product comprises instructions for:</u>

<u>monitoring incoming audio data to distinguish between periods of sound</u>

<u>and periods of silence;</u>

<u>transmitting sound to the client computers;</u>

<u>setting a threshold for distinguishing between periods of sound and</u>

<u>periods of silence in said monitoring step;</u>

<u>storing</u> said incoming audio data in a frame buffer if said audio data

exceeds said threshold; and

creating a voice buffer from the frame buffer when said incoming audio

data falls below the threshold or the frame buffer is full.

52.   (Amended) <u>A computer program product comprising a computer</u>

<u>useable medium having a computer program instructions stored therein for</u>

<u>enabling a presenting computer to transmit voice, via a server, to one or more</u>

<u>client computers, wherein said computer program product comprises instructions</u>

<u>for:</u>

at a presenting computer, monitoring incoming audio data to distinguish between periods of sound and periods of silence;

at the presenting computer, creating one or more voice buffers from the incoming audio data;

at the presenting computer, transmitting the voice buffers to the server;

at the server, maintaining the voice buffers in a data structure;

at the server, transmitting the voice buffers to the client computers; and

at the presenting computer setting a threshold for distinguishing between periods of sound and periods of silence.

61.   (Amended) A method for transmitting voice as part of a collaborative web browsing session from a presenting computer to one or more client computers over a computer network, comprising the steps of:

inputting audio data into the presenting computer;

monitoring the audio data to distinguish between periods of sound and periods of silence;

storing the audio data associated with the periods of sound;

transmitting the audio data from said storing step to the client computers;

said storing step including storing the audio data in a frame buffer having a predetermined size, and said transmitting step occurring whenever said monitoring step detects a periods of silence or whenever the frame buffer is full.